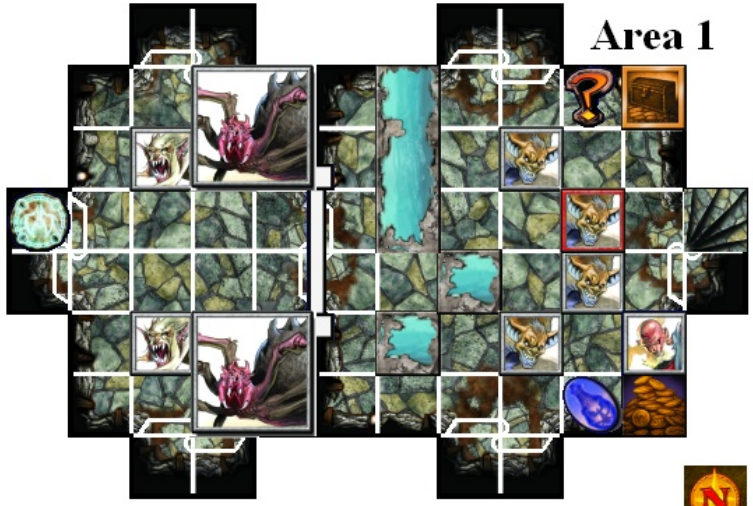
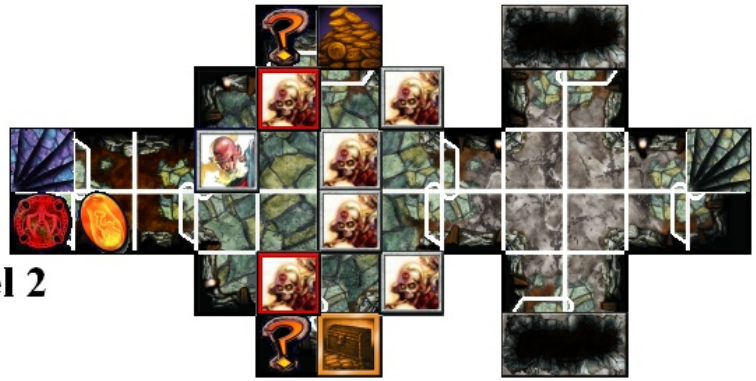
Fan Created Scenario.
Descent: Journeys in the Dark is copyright 2005-2006 Fantasy Flight Publishing. All images are used with permission.

Area 1

Level 1



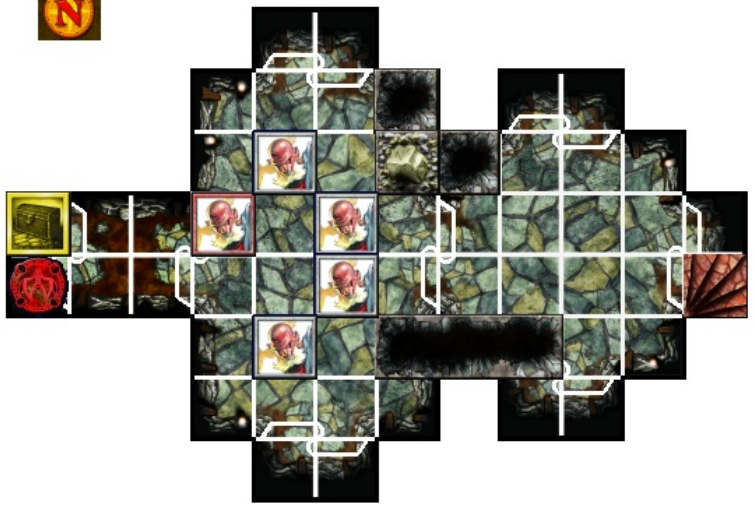
Level 2



Area 1

Level 3

Area 2



Level 4

Chests

Copper 1	2 Conquest, 1 Curse, 1 Copper Treasure
Copper 2	1 Conquest, 100 coins, 1 Copper Treasure
Copper 3	2 Curses, 2 Copper Treasure
Silver 1	3 Conquest, 1 Curse, 1 Silver Treasure
Silver 2	2 Conquest, 200 coins, 1 Silver Treasure
Silver 3	1 Conquest, 2 Curses, 2 Silver Treasure
Gold 1	3 Conquest, 1 Gold Treasure
Gold 2	4 Conquest, 2 Curses, 1 Gold Treasure

The Mentalist's Tower

By Philip "Erluti" Becker

Scenario Background

As the season for adventuring came to a close, you were approached by a messanger and for the first time you recieved an invitation to King Ragnald's Hero's Banquet. Only the greatest heroes to wander the land and rid it of evil are ever invited to this event. When you reached the Tavern at Riverwater to shoot the breeze with some other Heroes before the Grand Banquet, you find the Tavern unusually empty. Olaf the Nutcracker told you, "The banquet was cancelled by the king himself." Alista the Sham-Wizard added, "Yeah, but he had that new Vizier with the creepy eyes next to him when he said it." Ernesto Backfire noted, "And the king was drooling a little bit, and normally we has more poise." A drunkard at the bar fell over as he turned around to say, "I seen that new Vizier make stuff float with his crazy eyes!" King Ragnald's Hero's Banquet serves what legend holds to be the finest steaks and you refuse to travel all the way to Riverwater without getting to eat one.

Mission Goals

You have managed to sneak into the lower level of the the Vizier's Tower, and your goal is to reach the top and slay Hersenen the Mentalist and return King Ragnald to his wits. Be sure to collect your hero's reward and activite as many glyphs as possible. You start with 5 conquest tokens. If you ever run out of conquest tokens, Hersenen will have triumphed over you. Good luck.

Important: The event markers in this map represent Mental Control Beacons. They are large metal spires with a glowing orb on top. All monsters on the same level of the tower act as if they are under Command for each of the Mental Control Beacons on that level. If a Hero ends their turn on a Mental Control Beacon, the Mental Control Beacon is destroyed.
All Sorcerers in this quest also have the Knockback ability.

Level 1 - Area 1

The guard spiders prompted you to catiously open the door. You are immediately met with the stench of mildew, and it seems the guard spiders have only managed to keep out the Castle maids. Inside is a student mentalist and upon seeing you shreiks, "I'll finally get to prove to Hersenen the scope of my powers!"

Level 2

As you ascend the stairs the mildew smell gets stronger, and you realize it's the foul stench of MIND CONTROL! The mentalist student on this floor snickers, "Behold the power of the mindless!"

Level 3

As you ascend to the third floor by the light of your torch, you begin to wonder why the Vizier doesn't have his tower better lit; until you see the faces of the ugly beasts waiting at the top of the steps! The Mentalist Apprentice in this room is too proud of his ability to speak, and the evil grin on his face is mimicked by his manticore.

Level 3 - Area 1

This Ogre cowers when you first open the door, but when it realizes you aren't a mentalist it begins to growl as it moves towards you!

Level 3 - Area 2

The hell hounds in this room quit scuffling with eachother and immediately turn their attention to their new playmates!

Level 4

At the top of these stairs is a grand room with what seem to be beautiful tapestries and the flicker of torchlight seem to make the images dance. Ahead of you is four student mentalists with a hazy look in their eye and you think you may see a bit of drool dribbling from their lips. Behind them is Hersenen the Vizier, with an enormous head and those crazy eyes the drunkard was talking about. "Filthy heros," Hersenen whispers inside your skull as he presses two fingres onto each side of his forehead, "You may have rooked my students, but I'm far more intelligent. Soon you'll see that the king and you pawns are nothing! I'm the most powerful piece on the chessboard! Now DIE!" Hersenen begins to float and veins on his head begin to bulge.

The master Sorcerer in this room is "Hersenen", the Evil Mentalist! He has Armor 8, Speed 5, 10 additional wounds, knockback, and does not have Sorcery 4 or Undying. If Hersenen successfully hits a hero (doesn't have to deal damage), he may spend two surge to Dark Charm the hero. (The Overlord cannot use these two surges to gain a threat.) This Dark Charm works the same way as the Overlord Card.

When Hersenen Dies:

Hersenen's head bursts like a firmly whacked pinata. The remaining mentalists shake their head as they come to, see your heroic stature and cower before you pleading for their lives. The last thing you loot before you leave Hersenen's Tower is his silverware drawer. Inside you find the finest steak knives in the Kingdom.

The heroes have completed their quest and receive 4 conquest tokens.

Fan Created Scenario.
Descent: Journeys in the Dark is copyright 2005-2006 Fantasy Flight Publishing. All images are used with permission.